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Nota di contenuto	Part 1: HCI for Mental Health and Psychological Wellbeing: Effect of External Characteristics of a Virtual Human Being During the Use of A Computer-assisted Therapy Tool -- My Energy to the Moon? Combining Human Energy Tracking with Financial Chart Analysis for Advanced Desktop Work-Life Tracking -- Overcome Psychological Alienation through Artificial Intelligence Painting Workshops -- Quantification and Analysis of Stress Levels while Walking Up and Down

a Step in Real Space and VR Space Using Electrocardiogram -- Mapping Epilepsy Monitoring Challenges for Enhanced Patient Experience -- Exploring the Mediating Role of Smartphones Between Meaning in Life and Well-being -- Next-Gen Stress Monitoring: Social Robot and AI Integration -- Open Issues in Persuasive Technologies: Six HCI Challenges for the Design of Behavior Change Systems -- Icare: Findings from The Design and Initial Evaluation of a Mental Health App Prototype for Working-Class Women in India -- Connecting Patients and Clinicians: Shedding Light on Functionalities for Mental Health Apps in Depression Care -- A Study on the Effects of Experiencing a Falling Situation in Virtual Reality on EEG and Heart Rate Variability in the Elderly. Part 2: HCI in Healthcare: Developing Prosthetic Hand: Innovation in Hand Movement for Paralyzed Individuals -- Study of the Effectiveness of Gamification Design Applied to Chinese Medicine Learning App -- Accuracy Evaluation of AR Navigation in Partial Nephrectomy -- An Investigation into the Rise of Wearable Technologies in the Healthcare Sector -- Study of a Method for Reducing VR Sickness Using the Tunnel Effect -- Research on User Experience Design of Artificial Intelligence (AI) Medical Consultation System -- Measurement and Evaluation of Organ Shifts in Real-Life Surgery.

Sommario/riassunto

This five-volume set LNCS 14684-14688 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 26 International Conference on Human-Computer Interaction, HCI 2024, held in Washington, DC, USA, during June 29 – July 4, 2024. The total of 1271 papers and 309 posters included in the HCI 2024 proceedings was carefully reviewed and selected from 5108 submissions. The VAMR 2024 proceedings were organized in the following topical sections: Part I: HCI Theory and Design and Evaluation Methods and Tools; Emotions in HCI. Part II: Human-Robot Interaction; Child-Computer Interaction. Part III: HCI for Mental Health and Psychological Wellbeing; HCI in Healthcare. Part IV: HCI, Environment and Sustainability; Design and User Experience Evaluation Case Studies. Part V: Multimodality and Natural User Interfaces; HCI, AI, Creativity, Art and Culture.
